Enemies

Angry Sun
Ant Trooper
Horned Ant Trooper
Porcupuffer
Banzai Bill
Charvaargh
Cat Banzai Bill
Cat Bullet Bill
Peepa
Phanto (make it not tied to the SMB2 mush and make it into a normal enemy)
Pokey
Beach Koopa
Blooper
Buzzy Beetle
Chain Chomp
Cheep Cheep
Dry Bones
Fire Piranha
Galoomba
Goomba
Goombud
Goombrat
Koopa Troopa
Koopa Paratroopa
Lava Bubble
Magikoopa
Monty Mole
Piranha Plant
Spiny
Thwomp
Wiggler
Blooper Baby
Blooper Nanny
Blurp
Bob-omb
Boo
Boo Buddies
Bull's Eye Bill
Bullet Bill
Buzzy Beetle
Hammer Bro
Jumping piranha plant
Bonefish
Lakitu
Lava Bubble
Muncher
Rocky Wrench
Spike Top
Goop (spike enemy)
Gorp (Sledge Bro)
Stretch (make them a placeable enemy this time and not force Boo's to become them once placed on a floor, and also make them placeable on both slopes and walls)
Thwomp
Wiggler
Hop-chops
Snow Pokey (let people use it in all level themes this time and not restrict it to the Snow theme)
Skipsqueak
Spiny Skipsqueak
Mechakoopa
Zappa Mechakoopa
Blasta Mechakoopa
Bully (3dw game style)

Stingby
Piranha Creeper
Fire Bro
Big Bertha
sidesteppers
Fighter Fly's
Shellcreepers
Slipice
ice bro
boomerang bro
Ptooie
Dino Rhinos
Blue Koopa without a shell
Dino Torches
Chainsaws
Fuzzy's
Mega Mole
Rex
Super Koopa
Sumo bro
Swooper
Crowber
thwimp
Whomp
Broozer
scuttlebug
skeeter
Fliprus
Cooligans
Waddlewing
huckit crab
walleye
Fire snakes
Flame Chomps
Buster Beetles
Pile Driver Micro Goombas
hotheads
urchins
Rip Van Fish
the Amazing Flying Hammer bros
Super Koopa
Torpedo Ted
grrols
Amps
Squigglers
Kab-ombs
torpedo bills
Splunkins
boo blocks
whomps
bramballs
clampy
Lava Lotus
blargg
Eerie
Bony Beetle
Dragoneels
Para-Beetle
Spiny Egg (as its own separate enemy)
grey Cheep Cheeps that have a different swimming pattern than normal Cheep Cheeps from the original SMB1 on the NES

Stone Spikes and Snow Spikes as enemies from the NSMB games
Albatoss
Autobomb
Beezo
Bob-Omb
Cobrat
Flurry
Hoopster
Ninji
Ostro
Panser
Phanto
Pidgit
Porcupo
Shy Guy
Small Fry Guy
Snifit
Spark
Trouter
Tweeter
Whale
Chibibo
Nokobon
Pakkun Flower
Gira
Fly
Bunbun
Gao
Honen
Yurarin Boo
Mekabon
Torion
Yurarin
Gunion
Tamao
Ant
Aqua Goomba
Battle Beetle
Bear
Beebee
Bero
Bigbee
Birdfish
Blurp
Bomubomu
Chikunto
Dokanto
Dondon
Fireball Boy
Floating Face
Furiko
Furizo
Ghost Goomba
Goronto
Grubby
Honebon
Karakara

Karamenbo
Kiddokatto
Kurokyura
Kyororo
Kyotonbo
Masked Ghoul
Mechanical fist
Minikyura
Moofish
Noko Bombette
Para-Goomba
Pikku
Poro
Ragumo
Rerere
Satellite
Shark
Skeleton Bee
Spiked ball
Spikey
Tamara
Tatenoko
Tosenbo
Turtle Cannon
Unera
Unibo
Venus Fire Trap
Wakiri
Yashichi
Biddybud
Big Tail Goomba
Blokkablok
Coin Coffer
Draglet
Flophopper
Inky Piranha Plant
Morty Mole
Peepa
Prongo
Sandmaargh
Spike Eel
Tail Bob-omb
Tail Boo
Tail Bullet Bill
Tail Goomba
Wallop

Power-ups

Super Mushroom
Fire Flower
Super Star/Starman
Super Leaf
Cape Feather
Super Acorn
Propeller Mushroom
Super Bell (translated from the 3DW game style)
Boomerang Flower (same as above)
Large Mushroom
Mystery Mushroom
Rotten Mushroom
Dry Bones Shell
Spiky Shell
Buzzy Shell
Lakitu Cloud
ice flower
Blue Shell
Gold Flower
Ninja Mushroom and Karate Mushroom from Mario Multiverse
Super Crown from the NSMBU port
Cloud Flower
Tanooki Suit
Hammer Suit
invincibility leaf from both 3DW and 3D Land
Poison mushroom from 3D Land
Mega Mushroom
Mini Mushroom
Penguin Suit
Smash Mushroom power-up where once the player collects it, Mario can do his trademark moves from Smash Bros games. This power-up would never appear in Multiplayer Versus or any co-op modes, or even in offline co-op
let people store power-ups for later use in levels in super worlds, both in the overworld and from a menu in the actual level
make every power-up have its own clear condition or even multiple separate ones
keep both the NES Link amiibo mush costume from mm1 and the Master Sword power-up
Super Duper Star power-up where you can't die and everything you touch auto dies, including the goal and blocks, plus you can't die from jumping into a bottomless pit
make mushrooms respawn after the player collects them and has gone down a pipe from mm1
bring back Lanky Mario/the weird mush and make Toadette not turn into Lanky Toadette when she collects it
make amiibo mush costumes be random in all Multiplayer modes and make it so that no one can have the same costume as someone else to prevent 2 people from being the same character at the same time while playing and/or building
actual power-up carry over between levels/make people keep their power-ups between multiple levels in super worlds and also make special sprite art for each power-up and character as well as Yoshi and if the player is riding a Yoshi, and also different sprites for each colour of Yoshi and Yoshi power-up
P acorn power-up

Themes

Ground
Underground
Ghost House
Underwater

Castle/Lava
Airship
Snow
Sky
Forest
Desert
an original beach theme that looks like an actual beach
mountain
volcano theme from NSMBWii
tower
underground desert theme from NSMBU
Flooded castle theme from NSMBU
inside or outside of a train theme
autumn
water cliffside/already existing beach theme
brand new festival theme
Lava theme from NSMBU
city/metropolis
rainbow
sunken ship theme
Van Gogh inspired theme from NSMBU
sewer theme based off 2-3 in NSMBDS
an entirely new separate Winter theme that is different from the already existing Snow theme
an all new custom Factory theme
new castle theme that is based around Peach's castle
Mushroom Kingdom theme that is based around the older Mario games such as Paper Mario 64
the Space theme from Mario Land 2
new dawn and dusk themes with their own backgrounds, gimmicks, and characteristics
let people use any semisolid or mushroom platform design they want in any theme. For example the Underground theme semisolids would also be in the Forest theme, and the Desert theme semisolids would also be compatible with the Airship theme
make both 8-1 and 8-2 from Dark Land in SMB3 their own separate themes in the SMB3 game style and give them night time, dusk, and dawn modes/versions
let people have water, poison and lava in all of the themes
make the liquids not a single horizontal rectangle at the bottom of the level and instead make it tile based in all themes
Night theme on/off switches that manually switch the theme that the level is in when you hit it or something else hits it. Ex: ghost house night darkness to wind upon switch change
combining night themes together/their features, ex: darkness and wind, darkness and low gravity, wind and night ground physics, etc
make new songs for all of the night themes and make them not lazy, annoying, and rushed
get rid of the smb1 castle night song and make something entirely new for it
put in an option to use the regular song for night theme levels or even make it a separate option for each theme
bring back the grey aesthetic night themes from SMB1 and SMB3 as a new theme and not make it replace the already existing night theme
make the Mountain Night theme gimmick be the scroll lock feature from the original SMB1 on the NES/bring it back as a feature for this one theme
make rotten mushrooms available in all themes and make it an alternate skin of the 1-up mush
make 1-ups available in the Ground Night theme
make the night mode gimmicks be available in every single theme and every single version of a theme no matter what

Items

coins
pink coins
pow's
springs
sideways springs
p-switches
1-ups
3-up moons
infinity coin that gives the player a never ending amount of coins, which means will be hearing the coin collecting sound effect will keep blaring for the rest of the level
huge collectable 100 coins from nsmb2
massive red pow you can throw that destroys every enemy on the screen from the first Super Mario Advance game/the smb2 advance remake

Bosses

Bowser
Bowser Junior
Meowser (Let people use him in all game styles this time)
Boom Boom
Larry
Iggy
Wendy
Roy
Morton
Ludwig
Lemmy
Reznor
Mouser
Birdo
Wart
Mummypokey
Cheepskipper
Lakithunder
Pom Pom
Dry Bowser
Petey Piranha
Dino Piranha (SMG1)

Game Styles

Super Mario Bros.
Super Mario Bros: The Lost Levels
Super Mario Bros. 2 USA
Super Mario Land
Super Mario Bros. 3
Super Mario Land
Super Mario World
Super Mario Land 2
Super Mario 64

New Super Mario Bros. DS
Super Mario Galaxy 1
New Super Mario Bros. Wii
Super Mario Galaxy 2
Super Mario 3D Land
New Super Mario Bros. 2
New Super Mario Bros. U
Super Mario Bros. Wonder

Things from past Mario games

rolling hills from NSMBU
paddle platforms (New Super Mario Bros games)
scale platforms from the original SMB1 on the NES
stretch blocks
climbable fences (Super Mario World)
Revolving gates
Circular fences from the World 1 Castle in NSMBWii
Climbing webs (NSMB2)
Launching pipes from SMW
Ball and chains from SMW flooded castle levels
the super strong springs from The Lost Levels
Diagonal platforms, Flying platforms, and triangular blocks from SMW
one way pipes (pipes you can't re-enter at all)
bubble pipes
message blocks (Super Mario World)
letting Bowser throw hammers on his own (SMB1 and also The Lost Levels)
bob-omb cannons from Super Mario 64
star coins
bouncy tightropes from Bianco Hills in Mario Sunshine
Giga Shells from World 5 in NSMBWii
placeable and draggable quicksand from world 2 in smb3
Toad houses from NSMBWii where you play a minigame to get power-ups/items for your inventory for later use (this would only be added to the World Maker/only for super worlds)
secret exits
coloured Yoshis with all of their abilities from SMW
Baby Yoshis from NSMBU
tree fruits for Yoshi that let them give you power-ups
small Yoshis that grow when you eat 5 pieces of fruit from SMW
2x2 metal blocks for pipes (NSMBWii and also NSMB2)
red rings with red coins to collect that give you a power-up after having collected all 8 of them
stretching mushroom platforms from the New Super Mario Bros games
toggleable burners from NSMB2
rotating burners from airship levels in NSMBWii
meteors from NSMBWii
put coins and 1-ups inside of enemies (Super Mario 64)
pipe cannons
light blocks
rising sand dunes
lava waves from NSMBU

power-up houses from smb3 where you choose a chest and get an item (exclusive to World Maker/only for super worlds)
Count lifts/counting platforms from SMW
Slope pipes from NSMBU
blue coins you can collect for a short amount of time after hitting a p-switch from the New Super Mario Bros games
waterfall backgrounds and logs from the original SMB2
brown snake blocks that were made out of already hit blocks from SMW
nsmbwii world 1-1 background for ground theme
nsmb2 dark grey/light green blocks
? mark switches that would cause something to happen such as a brick block bridge falling down or some coins getting spit out of a pipe
brick block bridges that are activated by ? mark switches
Grabbable and throwable brick blocks from SMB3
Hot Foot enemy in the level 8-Final Bowser from the original SMB3 game
Magic ball item from the original SMW
Roulette Block from 3D World (people would be able to put whatever power-up or coin they want to put in it)
put in the slot machine from smb2 and the all stars remake and tweak it a little
goombas are now blue/their original colour scheme in the SMB1 underground day and underground night themes
Add the slow fade out that happens when you finish a level in Super Mario World to the SMW game style
bring over star worlds/post game content from NSMBU and let people put in an extra world after their final level
bring back the enemy reskins from SMW that were a reward for completing the game and make them exclusive to the Autumn theme
Giant Land inspired theme based on the original levels from SMB3
kab-ombs from world 8 in nsmbds
pipes that spit out coins from nsmb2
floating platforms that were in Yoshi's Island 3 (or 4) from SMW that float on the water and sink if you step on them
hidden walls/fake walls/walls you can walk into and inside of from nsmbwii and nsmbu
1 tile high bill blasters from the original SMB1 on the NES
direction changing platforms that have the arrow on them and change when you jump on them from smw and the all stars remake of smb3
Bomb koopas from the first Super Mario Land
some gravity-defying mechanics (i.e. the pink and blue upside-down gravity sections from Galaxy 1 and 2)
psychedelic red/blue/purple pipes from World 9 in The Lost Levels
add in those really big metal blocks with Bowser's face on them from 6-Castle in NSMBU
climbable tightropes from NSMBDS
walkable tightropes that were in NSMB2
Grey koopas and grey paratroopas from World 6-2 and World B-2 in The Lost Levels
Red piranha plants that come out of pipes faster than normal piranha plants do from The Lost Levels
faster spinning fire bars from the Lost Levels
fire bars that are attached to ground tiles or thin air from the Lost Levels
plus clocks from SM3DW
pipes from NSMB2 where you would throw fireballs in them and they would
burst open out with tons of coins
3 tile wide ? blocks from NSMB2
add the invincibility leaf from NSMB2
add the White Tanooki Leaf block from NSMB2
Spiky Parabuzzy from TTYD (except not as a paperized enemy)
Blockhoppers (New Super Mario Bros DS)
Jumping dolphin enemy from SMW
small sawblades that run along the floor back and forth that are not on a track and don't go through walls from Asshole Mario/Kaizo Mario World and Lunar Magic
bone goombas and bone piranhas from NSMB2
foreground/background pipes that switch you between the actual level and its background from SMBW
badges and badge system from SMBW
Taily from SMBW
Handles from SMBW
Bee Mushroom from Mario Galaxy 1
Rock Mushroom from Mario Galaxy 1
Boo Mushroom from Mario Galaxy 1

Super Crown power-up from Mario U Deluxe
Swinging vines/chains from NSMBU
Cosmic clones from Mario Galaxy 1
Potted Piranha Plants from SM3DW
Brolders as enemies from SM3DW
Caps from SM64 (Wing Cap, Metal Cap, Vanish Cap)
Global Coin Counter from NSMB2 that would appear on people's profiles (uses both the internet and local storage to keep track of the number of coins)

Features

bring back being able to load up downloaded levels in the editor and see how they were built from mm1 (for this, have the downloaded levels in editor feature be limited to only looking at the level, playing and editing it, as well as disable the screenshot/video recording function to prevent people from saving setups for themselves)
the Level Bookmarking website would make its return
the ability to combine different themes together or have combined ones built into the game
coin shop feature where you buy each course part, amiibo mush costume, game style, and course theme one by one with the coins that you get in-game. You would earn them from super worlds, playing levels online, completing downloaded levels, and doing runs of Endless/100 man. Once you complete a level, exit back to the main online menu, or quit out of a super world or Endless/100 man, the coins would be transferred to your in-game bank account. You would only be able to purchase stuff with in-game currency, not with real money. The shopkeeper would probably be an entirely new Mario character, but it could also be someone like Fawful
an actual music editor that allows you to create your own songs in game without having anything bouncing on note blocks in the actual level
an actual decoration editor that allows you to place down any decoration you want from a giant list and even create your own sprites in game
put in a new feature that lets you customize coursebot and make your own coursebot backgrounds
transfer level save data from images and screenshots and let the player pull the data from their screenshot and put it into the level editor
recover deleted level data from video clips and Youtube videos function
the ability to create folders or playlists of levels that you have played and want to play
letting the player name their folders whatever they want
being able to save level codes to a private list for later
sharing playlists with other people and your friends
an unlisted levels feature
the ability to make your levels private or password protected
having the ability to choose any song from every single Mario game to use in your level
being able to make the player start at any point the level that you like
moving the flagpole to any other part of the level
the ability to have a thumbnail set for your level that doesn't reset every time you save it
screen lock where the level will lock the screen if there is a wall to the left or right of the screen after the player has scrolled the screen in
the level maker now has the ability to make something happen after a boss is defeated such as a wall opening up, a pipe appearing, a message popping up, blocks spawning out of thin air, or you could even make the level end right then and there
having a victory animation editor that the level maker could use
make a feature where you can make your own thumbnails to save to a cloud storage service and use them for later
the ability to import your levels from both Mario Maker 1 and 2
brand new boss editor that allows you to edit the number of lives, speed, jump, item it is holding, music or song that plays, what happens when the boss is defeated, the minimum number of jumps the player has to do before the boss attacks them, what attacks the boss can use, the type of battle style that the boss will have, if you want to use a normal enemy as well as how it will behave, the colour of the enemy or boss etc

boss doors with all sorts of different menacing Bowser faces, satanic decor, torches, skulls etc on them, making boss doors lead to a separate subworld and arena, having a victory animation play after the player defeats the boss
multiselect and move multiple levels around at once in coursebot
having more difficulty settings for Endless and 100 man such as Auto, Very Easy, Hard, Uncleared and a couple others
being able to save multiple revisions of the same level without having to waste multiple spots in coursebot
the ability to upload more than one revision of a level either separately, one at a time, or all at once
online multiplayer level editing which would allow one person to be in making mode and the other is playing the level in real time, which means that someone would be running around and testing the level while another person is working on it. There would also be voice chat implemented to let people communicate with each other in real time
drag to fill function
allowing people to make their own tags for their levels
allow people to make their own custom animations and cutscenes for their super worlds
the ability to move levels and drafts around between save files/Nintendo accounts/Nintendo Network IDs
diagonal autoscroll that can go in any direction the level maker wants
let people import their downloaded levels from mm1 and mm2 to save and store them for later
autosave feature where you connect to the internet and whenever you are working on a level, it automatically saves itself and the level maker does not need to press any buttons. it would also be a button or toggle to be turned on or off since not everyone would want to use this
autosave backup all drafts and revisions to the cloud for later use feature
bring over OCW features (toggle to keep the level out of Endless, being able to change the level name and description after upload, letting people have more than 1 online profile/account to upload levels on per save file, clearly label how many times each person who played the level died while playing, putting people's exact playtimes on a level and including milliseconds, quick follow function that lets you follow someone from the "More Info" tab without needing to go to their profile to actually follow them, etc)
Block button that lets you block someone from your account, meaning they can't follow you, check your account, play your levels, or read comments on your levels
export image function for World Maker (this would let you take an in-game screenshot of the world map and let you send it to all of your friends and family on Instagram and a bunch of other platforms)
feature that lets people post any screenshots, recordings, and video clips that they create or take directly to Youtube, Facebook, or instagram to share with family and friends and let people know what they have been building
export the file of an entire level and send it to your friends, share online, transfer to your computer, or download and archive it for later
private share button where you can send your level to your friends and other people without needing to upload it for them and also sharing unlisted levels
offline coursebot codes to let people privately download levels for one time use
allow people to put Youtube and social media links in level descriptions
let people upload text files, PDFs, short videos and other file types as attachments in their levels that people can then download from the downloads list attached to their level and then open in-game. Each file would be scanned and properly checked to make sure that it does not contain anything bad, such as viruses
being able to switch between the ui from mm1 with the gamepad, the mm2 control stick based ui, and the new mm3 editor ui to have three different level editor ui systems and people can switch between them at any time
the ability to export your levels as large images and then put them on a Word document or Google Docs to save for later
fill tool (this would let the level maker fill in large chunks of ground tiles at the press of a button)
online multi-person level making button in the level editor (it would go underneath the Load button and be one of the easy ways to connect to other people/consoles)
Link (Master Sword) gets a slide dash as something he can do
"vote skip" option for levels if players get stuck on a level they can't complete in Multiplayer Versus
letting people search for levels that are specifically uncleared and from any timeframe, year, month, or day that they want

Modes/Stuff to do

Course Maker (which is now renamed to "Level Editor")
Course World
Coursebot

10 Mario Challenge
100 Mario Challenge
Endless Challenge
World Maker
Worldbot
Play Guide
Multiplayer
a fully functioning online multiplayer versus mode that doesn't lag every 5 seconds
Yamamura's Dojo
get rid of the Story Mode and replace it with a mode that is similar to World of Light from Smash Ultimate
an Amiibo challenge mode where you play through Nintendo created levels as a certain character, and for each set of levels or individual level you would unlock that character's Amiibo Mushroom costume to use in your levels and some of them would be harder to get than others
uncleared levels only Endless mode
Mega Boo Endless (variant of regular Endless where you only get the most Boo'd levels in the game and only levels that have gotten at least 5 boo's)
infinite Mario Challenge (endless or 100 man but instead you earn more amiibo mush costumes and the lives limit is completely removed
Auto Mario endless category where only auto levels end up in there
Prankster comet mode. it's like the 100 Mario challenge from mm1 but every level will have a random prankster comet effect attached to it

Entity Limit changes

the entity limit is increased to 300 and the sprite limit is automatically set to 300
the sprite limit is now separate from the gizmos as it is now the entity limit for the gizmos and the sprite limit for enemies
make the chomp stump its own separate item/entity from the chain chomp enemy
arrows have their own separate limit from one ways
make parachute coins not entities
make blocks on tracks not entities and instead put things on tracks into their own new separate limit (which would be 125)
make winged blocks and winged blocks on tracks not entities
things on tracks are separate from the regular track limit

New Clear Conditions

clear condition levels will now end without the player needing to touch the flagpole (player completes the clear condition, ending animation plays, and then it ends)
break at least 1 brick block
hit at least 1 on/off switch
perform at least 1 spin jump
brand new coinless clear condition where you cannot collect any coins
no climbing vines/the player cannot grab onto or climb any vines
getting a certain amount of points
bringing something carryable to the flagpole
beating something damageless
Boo a level
Like a level
press the start over button at least once
"no wall jump", "no ground pound", “no spin jumping", and "no hitting any blocks or jumping into a roof" as clear conditions

Characters and character playstyles

Rename blue toad to Bucken Berry and yellow toad is Ala Gold both in the actual game itself and the play guide
Toadette is no longer playable
every single playable character each have a different action and playstyle and have all of them play differently (Mario is average, Luigi has a high jump, flutter jump, and his slippery physics from The Lost Levels, Peach can float in the air, Toad is fast and has a low jump, Rosalina has her spin attack and can do a mid air spin from Mario Galaxy 1, Wario can do big fart blasts, etc)

Minor things

put spike balls in the snow theme
letting people skip the ending credits cutscene after they complete a 100 man run that was not skippable
return of diagonal checkpoints from mm1
make the 50 coin hitbox smaller
make things not make a noise when they spawn in offscreen on a one way
bring back all of the sound effects from Mario Maker 1
add fireworks to the smb1 game style (put in the thing from the original smb1 where if you touched the flagpole at the right time, you would get fireworks as a small reward)
get rid of the shadows and low-res textures in smb1 and smw
make stretches a new separate enemy from Boo's
make the Mario trail feature toggled off by default when you make a new account
let people remove the "Super ___ World" text screen
make the saws/sawblades in smb1 and smb3 not have a large hitbox and make them not damage the player if they jump up into it while the bottom part of the saw is covered/indented into a ground tile
give conveyors their own part limit
make coins in pipes not count as entities
make the date layout the same in all countries and versions of the game
make the level selection triangles not flash orange when they expand (make them stay red at all times)
i, o, and z can now be in level codes
level codes no longer end with H or G anymore
greek letters being put into the game on a special keyboard
greek being put into the game as its own language
make the "Select a Course" not glitch out in Coursebot
make SMB1 Mario climb vertically on vines instead of one side or the other
remove the lives limit for Endless mode
make pipe transitions faster
make the player not have to wait 5 seconds to respawn from a checkpoint after each death
the ability to make blasters and semisolids as tall as you want or raise the height limit to make it the same as it was in mm1
add in the smb1 track piece graphic from mm1/put in the old track design along with the mm2 design and let people use both
make the spike trap hitbox smaller on both the left and right sides
let people put power-ups on top of checkpoints again without needing to place a track down
make Mario always get stuck inside of a two state block when the switch state is switched and he is inside of it and not get forced or clipped out of it
giving people the ability to put anything they want inside of blocks including but not limited to: thwomps, Bowser's, other blocks, spike traps, flagpoles, etc
descriptions are shown in the level preview during the loading screen before a level is loaded in during a super world playthrough
text that is right next to in-game comments that shows the exact date and time of when it was posted in-game (calculated by GPS and shown in the timezone of the user that posted it)
save button for levels where if you're playing a level and its really long, or hard, or brutal, or just want to switch to another

game, then you can just create a new save file to pick up from where you left off at a later date and then just continue the playing the level from the exact point and place you left off at

Options

more music options and songs from past 2D and 3D Mario games to put in your level
an option to save multiple copies of a level at once
an option to save multiple copies of a level at once
an option to turn off game audio in coursebot
having an option to look at the full overview of the main world return from mm1 and adding the subworld to it
put in an option to let people switch out the music in Course World
the option to remove the arrow sign from the starting area ground
option to get rid of the uploaded time and day bar in the thumbnail of downloaded courses
an option to switch out the coursebot music for a whole bunch of other songs in a playlist
the ability to turn off blasters and prevent them from shooting bullet bills
putting better search options into the game, (sort by country, city, state, town, maker name, combination of numbers, clear rate, number of deaths, number of likes, number of boos, number of comments, number of clears, average playtime, clear check time, number of checkpoints, if it was imported or not, night theme, dusk theme, dawn theme, number of comments, and specific clear conditions, etc)
the option to choose how many lives you want in Endless
full colour option for SML1 and SML2 levels
having an option to let the music go continuously in between deaths
the option to remove water from both the beach and forest themes
being able to get rid of the lava in the castle theme
more music options and songs from past 2D and 3D Mario games to put in your level
Letting people give players more than 99 lives for a single super world
night mode gimmicks are able to be turned off in night themes
give people more options for comment notifications
option to make your account available to followers only
option to have Mario not wear his hat like in NSMBWii
put in an option to let the level maker choose which character the player needs to play the level as
Original game accurate option for "retro" game styles (makes player physics exactly accurate to the game, optionally re-introduces old glitches like the Flagpole Glitch from SMB1 where you would clip into the bottom block of the flagpole and save a few frames from clipping into it)
Option as a maker for enemies to drop other objects when killed (items/powerups/coins)

Updates

not making the world maps islands
letting people make larger words with more space and more worlds in general
letting people put more levels in

allowing people to give players more than 99 lives
more game styles for people to use for their world maps other than SMW
implementing more icons for people to use in World Maker
letting people upload more than 1 super world at a time
letting the player name their super worlds whatever they want
letting people give descriptions to their super worlds
raising the character limit in the level description box to 500
raising the character limit for level names to be at least 100
letting the maker place checkpoints in their levels even if they have a clear condition
smb3 gets its own forest theme and ditches the pipes as ground tiles aesthetic
the amiibo mush costumes are in all of the gamestyles
have one ways layered over top of vines
make dick vines return (have them layered behind doors like in mm1)
the requirement of having to download a level to play it with friends in couch co-op is gone
letting the level maker place as many checkpoints as they want in a level
move Lakitu, angry sun, and mechakoopas to the enemies/sprites tab
move clown cars to the gizmos tab
make an entirely new bosses tab
scroll stops no longer require a row or wall of ground tiles/hard blocks going all the way down from top to bottom
scroll stops can be created using turn blocks
allowing people to use the enter button to create a new line in descriptions
adjust the size of the starting/ending area ground and allow people to remove both
making the ui less frustrating and clunky than it was in mm2
horizontal subworlds can now have custom scroll
not requiring the player to have all the levels in a super world uploaded to upload the super world itself
remove the level upload limit
removing the clear check completely
getting rid of the Peach cutscene that happens whenever the player completes a super world
add in more themes for super worlds
increase the super world level limit
People can now search for levels by the username of the level maker, the name of the level itself, the level's description, or any keywords that match one of those three
the items and clear conditions from the Mario Maker 2 story mode being put into the level editor for everyone to use
raise the ground tile limit to 8000
raise the block limit to 4000
make a new separate pipe limit
make sloped conveyors a separate item from normal conveyors
allow people to not have or remove lava/water/poison at bottom of the level in the castle, forest, beach, and water cliffside levels
make Multiplayer versus not have lag anymore
allow munchers, normal pow's, winged pow's, normal springs, sideways springs, normal p-switches, winged p-switches, and grey p-switches to have parachutes
make the menus cleaner and more like Smash Ultimate or make them cooler or more exciting that would still keep the Mario Maker vibe and aesthetic
allow the player to have larger levels/more space to build
make spaces not count as characters in descriptions and level names
allow people to put checkpoints in clear condition levels (have it snap a picture of your clear con progress and when you respawn you start with whatever you had when the checkpoint was collected)
make a new blue pipe colour for smb3 game style and then make the already existing one the light blue/sky blue color
get rid of the kumquat pipes in smb1 and smb3 (replace them with actual orange, yellow, and red orange pipes)
add in more costumes/costume parts for your Mii's in course world
let people have usernames that are longer than 10 characters
the sped up music after the level gets to 100 seconds or less is gone
making the night mode backgrounds something other than a starry sky or cosmic swirls for all of the night themes
co-op levels must now be beaten only with two players at a time to get uploaded
upload more than 1 super world feature
more save spots for super worlds

put the Meh button from the Multiplayer Versus mode and put it in the menu for normal levels right beside the Like and Boo buttons in the pause menu
bring over the "don't get grabbed by the claw clear condition from the mm2 story mode
make arrows, dash blocks, and one ways each have their own separate limit
more than 4 pairs of doors per subworld
allow more than 10 enterable warp pipes in each subworld (raise the enterable pipe limit)
raise the warp box pair limit from 4 to 6
more path tiles in World Maker
have the amiibo mush costumes be purchased through the coin shop system instead of given to you through 100 man or Endless
allow people to put as many checkpoints as they want in a level
goomba shoes and stiletto boots are now their own items (enemy is removed from them)
make stationary piranha plants for the SMW game style
having more spots for downloaded levels and also your own levels
total course upload limit is raised to 300
increase coursebot storage limit from 120 levels to a solid 500
add in more languages such as Spanish, Italian, and German
played courses, liked courses, first clears, and world record tabs on your profile permanently keep every single level saved that you have ever tried or played and never gets rid of them
more game styles other than smw to use for super worlds
allow people to have more than 8 worlds in their super worlds
allow people to control the blowing wind gimmick however they want
save recordings of people's clear checks for public downloading and people to watch
text boxes, group chats, message boards, emojis, and emotes in online play which allow people to communicate with others however they want
allow people to hide anything and everything they want, including their setups, behind semisolids so that the player can't see any of it
add more variety in the clear conditions, such as adding in clear the level without jumping, clear the level as a pacifist and not defeat any enemies, not defeat a certain amount of enemies or set a minimum, reach the goal without touching any power-ups or coins and more
have a global counter for all of the Boo's/dislikes that your levels have gotten across your account
let people put infinite timers in their levels
letting people upload their levels without clearing them or doing a clear check
make clear checks optional and provide a bot that will play through your level just to make sure that it is possible to clear
make dying during a clear check not send the level maker back to the beginning if they previously touched/reached a checkpoint
make the clear check necessary only for the beginning to end and not for any checkpoints
remove the 3 second countdown at the start of a level in Multiplayer game modes
let people have 4 tags per level instead of only 2
make co-op level building not require people to play with joy-cons and let them use any controller they want or have on them
make both players in co-op level building able to fluidly switch between the different level making options and buttons
make Player 2 in co-op level building have the same UI as Player 1 and not have to cycle through every single course part in a single line just to get to the one that they want to place down
the left control stick now always only moves the cursor and never gets caught up in the menus or item selection screen and instead map that stuff to the D-pad
make the red triangles in the level editor be able to seamlessly move around the entire screen and go from the top left all the way to subworld mini-menu to the save button and back to the sound effects tab without having to go press a whole bunch of other buttons to do that
make it also able to go directly to the bottom right side of the editor screen without needing to press down to go to the subworld mini-menu first
remove the need for 2 joy-cons for the local co-op building mode
have the player automatically die in a clear condition level after they fail the clear condition
have clear conditions not flash a large text box on the middle of the screen when the player loads up a level
let people play as their own Mii's
let people make entire interconnected world maps for their super worlds and let them import their own sprites for personal use in the overworld areas
let people give descriptions to their super worlds
option to make a level only playable and searchable by its code

let people have more than 5 pink coins per subworld and more than 10 per level in total
let people place up to 12 Bowsers, 15 Pom Pom's and 15 Boom Boom's respectfully in a level
make the Bowser Junior limit separate from the Bowser limit and let people put up to 10 of him in their levels
let people reverse the rotation direction of boo rings, which means letting them move counterclockwise
show the exact date and time as to when a comment was posted when you scroll through them in Course World
Allow people to unboo, unmeh, and unlike levels and change their pressed button to whichever one they actually wanted to press or meant to press instead
have the actual number of people have died in, played, pressed start over on, and/or cleared a specific level to a permanent list in a seperate tab in the More info section of every single level
bring back footprints from mm1 as a method of checking how much any given level is played
have every single person's time get recorded and then each level has its own leaderboard and people could see their times on a level, everyone else's times, as well as how everything matches up
get rid of lives in both 100 Mario Challenge/hundred man mode and Endless Challenge mode
have the new system be crafted to make sure levels that get 30 boo's automatically taken down by the dev team/Nintendo
wiggler race levels with a sub menu for customization options programmed into Mario Maker and made into a new genre or type of level
levels that are impossible or not humanly possible will be delisted as "illegitimate" levels and moved to a tab on Course World and can only be played by going into that section and getting them from the Hot Levels/New Uploads list or searching the level's name
levels in the above category are banned from Endless, 100 man, and every single other mode in the game except for Downloaded Levels/Coursebot

Patches

let people connect slopes to the starting and ending area ground
make the playtime counter be the actual amount of time that the player spent on the level including door and pipe transitions
getting rid of the tube clouds in the SMW snow day theme background
the ability to have the player spawn in from a checkpoint in the other switch state
make P-switches not stop conveyors after being hit or activated
make large parachute piranha plants not die to poison if they are spawned from a ? block at the surface of the poison
not have ground tiles automatically connect to slopes
not have one ways, note blocks, and saws make noise anymore
remove the annoying note block noise where something bounces on a note block an infinite amount of times offscreen and it makes lots of noise
make twisters no longer able to blow munchers upwards or move them with wind
make stuff bouncing on springs silent if they are/it is offscreen
make icicles global ground again
make things not fall inside of snake blocks if they load in from offscreen/scrolling to the left or the right
make pow's not kill bob-ombs offscreen
being able to put checkpoints inside of ground tiles and hard blocks like in mm1
bring back being able to put stuff on the beginning area of the level from mm1
preventing levels with a clear rate lower than 2 percent from appearing in Endless
remove the "Hello" sound effect that Lemmy makes when he bounces on a music block
let things in note blocks be able to spawn in from multiple blocks offscreen
make spike balls in note block chains not get shot out during the chain
allow people to put arrows on top of semisolids
bring back pipe stacking and overlayed pipes
letting people put one ways and conveyors behind pipes from mm1
make parachute piranha plants not clip into ground after having exited a pipe in a 1x2 space
make entities and sprites in pipes not count towards the entity and sprite limits

have the player not get stuck inside of a two state block when they hit an on/off switch that is directly above it and they are inside of it/revert it back to version 1.0.0 of mm2 physics
unpatch the physics of clown cars on spikes and bloopers to make them randomizers just as they were in mm1
make clown car, hammer bro, and magikoopa projectiles and the randomness behind them not be based on player movement and instead be controlled by a randomly generated number or some other randomizer function
unpatch the blue platform on a track thing from mm1 where if it hit the very bottom part of a vertical track, it would go up instead of down (Link to Ceave video: https://youtube.com/clip/UgkxazwZWBpneTTJZsXEx3jyhMYsnQQLi1cP?si=rzi6bFV9HHwLCS_u)
make clown cars always act the same regardless of if they are offscreen or onscreen
make note blocks that are hit from below by anything other than the player spawn stuff from offscreen
bring back spin jumping and continuously spinning while holding an item from mm1 and make it slightly easier to do
make twisters unable to blow or pickup munchers
make clown cars able to pick up bone shells and spike balls (and other things) while they sitting on a semisolid
unpatch the thing from mm1 where the top block of a pipe being covered did not prevent the player from exiting the pipe and bring that back, as well as making the bottom block of a pipe being covered do the same thing
bring back and unpatch phantom jumps from mm1
clown cars can spawn inside of slopes
make thwomps not automatically disappear if part of it is overlapped with a slope
make sideways springs on tracks behind large thwomps not bounce them and get rid of the bounce property in that situation
make bob-ombs able to spawn into and inside of P-blocks and slopes
make Big Mush Mario able to break blocks from walking or running into them from the side again like he was able to back in mm1
springs spawned from note blocks that don't have wings can get stuck and/or go through solid ground
let people put checkpoints on top of doors again and bring that back from mm1
bring back the Big Mush effects from mm1 where all of the enemies got goofy redesigns, moustaches or colour palette swaps when the player had that power-up, it could also be its own separate power-up from the Big Mush that is in mm2
bring back conveyor momentum from mm1 and make it work the same
Let people make doors go to the subworld and pipes that stay in the same subworld
make it so that if you grab a fire flower below a one way that is sitting on a spike trap, that you dont get autoducked by the game when you take damage
swear words and hearts (<3) are now allowed in level names, descriptions, and comments
level upload times are now shown in the uploader's timezone and include the seconds counter right next to the minutes/hour, all of which would be calculated by a GPS or something
faster loading times
new loading screens
put in a patch that makes it possible to spin jump off an enemy you're holding in midair if you drop it underneath you
remove the display of Clear Rate/Deaths to Clears Ratio and make them two seperate boxes shown side by side
have burners no longer make any noise while they are offscreen, on a track, and/or right next to a wall
all items, enemies, and things can be used in all styles
switching between normal game styles and extra game styles does not erase course parts
clear check is completely removed and is nowhere to be found in this game

New stuff

all of the other 2D Mario games as new game styles
introduce an All-Stars game style
different colours of hard blocks depending on what theme you are in (orange for castle, blue for underground, grey for tower, yellow for desert, etc)
theme specific items such as quicksand in the desert theme, wobble rocks in the mountain theme, little huts in the water cliffside theme etc

more assets to use for world maps in the World Maker editor (ex: desert gets palm trees, yellow/brown boulders, pyramids, oasis, small lakes, etc)
a whole bunch of remixes of past Mario songs
remove background assets button that works like the Eraser button does
making and putting in entirely new songs for the SMB3 Desert day, Desert night, Forest day and Forest night themes
Shovel Knight, Octoling from Splatoon 3, Mickey Mouse, Goku, and Clippy from Microsoft Paint as amiibo mush costumes
make a new p-switch sound effect/song for the smb3 game style
download super worlds function
a function to be able to search for super worlds either by the name of it or the level maker's code
p-switch conveyors
placeable water/lava tiles in all themes
customizable water where you click or tap on the uppermost point of the pit or hole you want to fill with liquid then put it in
more course parts that are on/off activated such as on/off doors, on/off bullet bills, or on/off burners
on/off pieces of track (would freeze the item that is on the track in place when the switch state changes
triggers in the level where the level maker would choose where an event or thing happens in the level when the player gets to that spot or something happens at a specific spot in the level and the maker would choose what it is
a second set of two state blocks in orange and purple that would work separately from on/off switches
the ability to see how many boo's a level has
more backgrounds for all of the themes
grey p-switch that does not make any noise while it is activated
light blocks
grab blocks
make a trash bin folder for deleted levels in the main menu
letting the player edit the level and move stuff around while in zoom mode/when zoomed out
new flags for when you complete the level for different characters in the smb1 game style that were scrapped during Mario Maker 2's development
off grid one ways
single tile one ways
custom time settings
more pipe colours such as orange, pink, grey, and light blue
smaller semisolids (such as the 2x3 ones from the pyramid level in world 2 of smb3)
more background elements/copy and paste ground tile pop-ups
multicoloured blocks (these would look like hard blocks but be multiple different colours, shades, and textures and are not explodable)
placeable water, poison, and lava tiles in their respective themes
having more tags to use for your levels such as kaizo, simple, fun, long, adventure, etc
more types of burners
sentence starters and emojis for message blocks
co-op tag that prevents the level from appearing in 100 man or endless
more semisolids
Level code editing (being able to edit level codes to make them anything you want)
Turbo Snakes (snake blocks that are bold red and move super fast right when you step on them)
add in a "Save Draft" button and what it does is save a draft or copy of the current version of your level and stores it for later in another coursebot tab or under a level versions album of the level you are working on
add in a "Export Version" button for saving revisions of levels. it would save the version and back it up to the cloud
make a separate coursebot for revisions, drafts, and versions of levels
Put in an option to download a draft, revision, or version of a level from a sub menu that comes up when you click the Download button in Course World. You would be given a list of downloads and then you would choose the one you want and download it to your Draftbot
more colours for semisolids
new autoscroll speeds such as slug mode where the scroll moves painfully slow, and Fighter Jet where the screen zooms at the rate of 500 miles an hour
being able to give a level as many clear conditions as you want and let you combine them together
new code editing feature where the game lets you write your own code for the level editor and also edit the game's code, which allows you to have all the power that you want and also make it easier for level makers and people in general to modify the game and do dumb things such as disabling the exit button, having the player automatically give the level a like without any inputs, and kill the player infinitely if they are playing as the wrong character
custom tags feature you make your own tags and can have as many as you want for each level

Youtube mode idea (insert explanation from DannyB)
Tiktok mode idea (insert explanation from DannyB)
Snapchat mode where you make a short level and you send it to your friends to play once, then once they die, quit out, or complete it, they are booted out and the level would be instantly deleted from the person's Coursebot exactly 24 hours after playing it just like in the actual app
ai level building feature where you type a short description and a bot builds something based on what the player wrote and uploads a level for them
voice chat for online multiplayer and multiplayer versus
an alarm clock as a sound effect that flashes a grey background and the digits in red on the screen
more in-game stickers such as Not Nice!, giving it a blue heart, Sniper Thwomps, Dev Block!, Stay Away, a hot garbage can drawing, and a whole bunch of others
multiplayer taunt/diss moves such as dabbing, giving people the L, flossing, and blowing a raspberry at the opponent, all of which happen when the player presses a button or tilts the control stick in a certain direction
letting people upload their own fanart, memes, or other PNGs as level comments
hidden clear conditions feature where the level maker can hide the clear condition and the level won't tell the player what the clear condition is at all
allow people to use emotes, emojis, and multiple versions of emojis on different platforms and operating systems
let people upload PNGs and/or memes to use in their thumbnails for added funni
Lakitus can now throw absolutely anything the maker wants them to
blue shell from Mario Kart Wii that only appears in Multiplayer modes and the person in last place gets to send it off to the person in first and they will get blown like in MKWii with the flying animation and the bright blue explosion
brand new feature where you can combine up to 5 enemies together to make new ones (ex: goop + piranha plant = piranha plant that spits spike balls)
Snake Cannonballs that move in any direction you want them to after you drag the cursor to go anywhere you want it to
brand new feature/editor that lets people create own clear conditions to use in their levels and publish them to a public website and let other people use in their levels and they have to download it or them to your Nintendo System first before using one in a level
pre-built troll ideas for people's super worlds, such as pick a pipe where you gain 5 lives if you choose right but if you choose wrong then you lose 5 lives, mushroom houses exploding if you try to open the door, mushroom houses putting the player in a softlock with two pipes that rise out of the ground and trapping them in with an invisible block, offscreen thwomps that come crashing down when you try to enter a mushroom house, and more
spectator mode that lets you watch your level while it's zoomed out and see what it looks like while in play mode and zoomed out at the same time
make copy and multigrab mapped to separate buttons (remove the button cycling)
make the zoomed out multigrab selection box not be limited in that it has a maximum size and can multiselect as much stuff as the level maker needs it to
make optional clear conditions a thing, and if you clear the level while also completing the clear condition you get rewarded with either an amiibo mush costume or a whole bunch of coins. You could also make it some extra 1-ups if the level is part of a super world
make a toggle for your when level its uploaded that would make it not appear in Multiplayer Versus or online co-op play
The Water Switch as a course element. When touched, the water (or lava/poison) in a level rises or sinks to its maximum or minimum height
bring the Luigi Helper feature that pops up whenever you keep dying on a level that allows you to get free help into the actual game itself and let people put it into their levels as either an item
add more conveyor speeds
pings/tagging people in level comments
more colours and shades in the colour palette for the drawing feature
let people have a handle or alternate name that they want to be tagged as
invisible tracks and layered tracks which let you layer up to 10 of them on a single tile of space
new website that has a whole bunch of contraptions, setups, tech, explanations for stuff, and is a Wiki for anything setup or tech related in the game. You would be able to download any page you want from it as a PDF, and you would be able to download any images or links from it for later. There would also be a function for you to upload any of your own setups that you make as an image, video, or screenshot and you would be able to download any of the setups or things that you see on the wiki as actual files that you can import into the level editor and play around with in-game
let people have up to 5 clear conditions at once per level and let people also mix them together
let Hammer Bros throw absolutely anything, including other Hammer Bros

Auto Maze level maker feature where an ai that automatically makes a random maze. You can add prompts such as Water, Lava Rising, Upside Down, and ice physics. The player would also be able to make it as big as they want, anywhere from 15x15 to literal infinite sizes
pre made trolls where you can put a softlock pit, sniper thwomp, hidden block over a pit, and a bunch of other trolls are prebuilt for people to use freely
Thwomp variations that would consist of a red thwomp that moves much faster than normal thwomps, a yellow thwomp that, when they move down, they turn everything into coins, green thwomps that add enemies to the level out of thin air like boo, goomba, parakoopa, and more, and a purple thwomp that creates a cloud of poison that moves to the opposite side of the level after the thwomp moves -let people turn off level codes, exclude numbers or letters from them, etc
search Mii function that lets people search for other users whose Mii's look/are dressed similar to theirs and find the closest results, then show them in an unorganized list
search for people who have similar names function
in game playtime counter for each mode including the level editor, your exact playtime for every single level you have ever played (including stuff in the Downloaded Levels tab), Snapchat mode, Youtube mode, etc
Tabs underneath this counter that show your total deaths on every single level you have ever played and/or cleared, start overs, all of your comments, imports, all of the levels you have ever downloaded, and Mii clothing changes/loadouts
Website page/feature to have every single level you have ever downloaded in the game stored in the cloud to be available for download at any time
deaths, start overs, comments, imports, etc are also saved and shown separately for every single level you have ever played and/or cleared
played super worlds history tab
dark mode for Course World and the level editor
US state and Canadian province/territory flags can be used instead of the entire country's flag in Course World (selected through sub menu's)
more tilesets for people to use in World Maker
troll and kaizo tags for levels
in game uncleared levels tab which has every single uncleared level in the game, updates itself regularly, has tons of sorting options, can be changed to different types of lists when pulled up, etc
more different speed settings for snake blocks
Game version transitions through pipes/doors
various ways to do "runs" or play random levels. iron man, 100 man (limited stages), set the number of lives, unlimited lives, uncleared only, etc.
computer mouse support for level creation
Support for designing levels from a PC
Clear Condition doors that only open up when the specific clear condition(s) for a level has been met/fulfilled
The softlock checkpoint: this checkpoint looks exactly like the normal checkpoint except when the checkpoint is grabbed, the player is surrounded by unbreakable blocks and is unable to start over
Time blocks which will either change the time of day when you hit it, or reduce level time by a certain amount of seconds
Character specific clear conditions
Twitter mode where people can retweet your levels and share them as files or links on their profiles with others online
Clear condition endless mode where you get 25 lives and it would only give you levels that have a clear condition
having continues in super worlds like in the original SMB3
having passwords as save data for levels (basically you would make up a password for yourself to save your progress, then quit out of a level, and once you come back to that level, you would input that password and you would then continue from the point in the level where you quit out from)
Custom flagpole editor where you can make stuff such as a troll flagpole that will start throwing at you bombs and act like a Meowzer, and flagpoles that throw fish and other trolls at the player
Snapchat mode has its own dedicated coursebot (notes for this mode: player has to download the levels for Snapchat mode to work, starting over counts as having played the level once and you will get kicked out, player cannot delete any levels in Snapchat mode without playing them)
The block bro (it's a hammer bro that throws blocks). The block bro could throw blocks and softlock the player inside of them or between the block and solid ground
On/Off Enemies. With this you can turn any enemy into an On-Off Enemy. When you hit the on/off switch, the enemies disappear, but they still move and are invisible to you until you hit the switch again and make them reappear
Super Mario Advance 1 game style based on the Super Mario Bros 2 USA remake

a whole package filled with new thwomps, such as thwomps that fly into the background, stretchy thwomps, thwomps that home in on the player, portal thwomps, circular thwomps, turbo thwomps, TNT thwomps that explode on impact, troll face thwomps that don't move, etc
snake thwomps where you can slide the cursor to make the thwomp go in any direction you want it to
Sniper bros that throw hammers at an incredible speed and directly towards the player
diagonal thwomps
upward thwomps that will slam up into the player from below
derpy thwomps that make a silly face when you get near them and don't move in any direction
implement gyro controls to use as option in the level editor
Rising sun and sun setting during a level (when the sun rises or sets, the theme switches between the different theme variants, i.e. underground goes back and forth between being upside down and rightside up, and the physics change according to the theme. The sun would rise/set every 2 minutes)
Health bars for power-ups (the level maker would be given an option which would allow them to make it so that a power-up would have a certain number of hits that it would let you take before you actually lose the power-up and take damage. It could be as low as 1 hits instead of the usual 0, or as high as 300 hit points)
a whole batch of new kaizo tricks and setups for people to mess around with, such as downheaders, dumbdrippers, multiheaders, pow speeders, being able to grab items in the air while already spinning, pow senders, one tile midairs and a lot more
Placeable different gravity, like in Galaxy (must have visual indication built in)
FLUDD and nozzles (the spray backpack from Sunshine)
Paper Mario game style/styles (PM64, TTYD, and Color Splash)
Paper abilities (turn sideways, airplane, tube mode, etc. all of them are style-exclusive)
a filter that detects a level's name when it gets uploaded and if it has the same exact name when it gets uploaded and if there is a match then it is enlisted in a bubble that shows levels that have the exact same name and displays them in a list or something
add a feature where the game translates the level's tags, description, and/or name to the language your game is set to as accurately as possible once you press the "translate" button
Level Code Searcher function on MakerCentral where you look up a specific level code to see if it is valid or not, and if it is, you can import your search into the game itself
year specific endless and 100 man run options (i.e. only 2030, only 2035, etc)
game style specific endless and 100 man run options (SMB3 only, SMW only, etc)
course theme specific endless and 100 man run options (ground only, sky only, underwater only, etc). Only levels that are one single subworld or use the same theme in both or all of the subworlds would be allowed in as to avoid any confusion with what theme a level is associated with

Name Changes

Spike enemy is now Goop
Sledge Bro is now Gorp
trampolines are now springs
sideways trampolines are now sideways springs
grinders are now saws or sawblades
one way walls are simply one ways
ground is now ground tile
hidden blocks are now invisible blocks
dotted line block is now two state block
rotating blocks are now turn blocks
semisolid platforms are now simply semisolids
Big mushroom is now Large mushroom
Power Balloon is shortened to P-Balloon
Podoboos are now winged Lava Bubbles

Fish bone is now Bonefish
Kamek is now magikoopa in the British English version
Koopa clown car and junior clown car are both shortened to simply clown car
Fire koopa clown car and Fire junior clown car are both shortened to fire clown car
Lifts are now orange platforms in smb1, brown platforms in smb3, yellow checkered platforms in smw, and beige platforms in the nsmbu game style
Flimsy lift is now blue platform
Lava lifts and fast lava lifts are now white skull coasters and blue skull coasters
Spike pillar is now skewer worldwide
arrow sign is now simply arrow
bullet bill blaster is now simply blasters or bullet blasters
Conveyor belt and fast conveyor belt are now conveyor and fast conveyor respectively
Course maker is now level editor
Course id is level code
Maker id is creator code
My courses is my levels
Downloaded courses is downloaded levels
Select a course is select a level
Course is now permanently changed to level in all versions and languages
on/off conveyors are now switch state conveyors
change Frozen Coin to ice coin
change "Require Course Clear to View" for level comments to "Require Level Clear to Read/See", depending on if it is text/a message or a drawing/sticker
change "View Comments" to "Read Level Comments"

Subworld related things

Letting people make main worlds vertical
adding in diagonal subworlds which are length of horizontal multiplied by the height of vertical
3 screen wide vertical subworlds
double height vertical subworlds
you can have more than one subworld per level
being able to let the player start at the rightmost side of a horizontal mainworld or subworld
being able to copy and paste entire pieces of the level between subworlds
make a new type of door that warps the player between subworlds
make warp pipes that are connected to each other (at least in some form) warp the player to another part of the same subworld/main world that they are in and not take the player to another subworld
diagonal subworlds have the new diagonal scroll (screen scrolls left and up, left and down, right and up or right and down)
add in square shaped subworlds (all of the sides and dimensions must be the exact same)
let people have as many subworlds as they want
let people use more than 1 game style per level and allow them to make each subworld set to a different one
more level size options

DLC ideas

extra Nintendo-made kaizo lite level packs that would release as DLC for free and paid that would be simple, nice, fun, and easy takes on the kaizo level formula that you would get coins from completing

make sure that the World of Light mode has postgame content
make your own Mii outfit editor/feature
eeveelutions, and Eevee itself all as new amiibo mush costumes put together as a DLC pack
Paper Mario, Fawful, Geno, and Mallow as amiibo mush costumes put together as a separate DLC pack
Dark Souls mode where every enemy is given a special power or weapon that makes it really difficult to dodge or defeat
make your own custom emotes feature for thumbnails, descriptions, mm1 style level overviews and level names
3 packs that consist of more Mii expressions in Course World
a pack that contains a whole bunch hammer bro related enemies, including airstrike bros, twister bros, grappling hook bros, spike bros, bounce bros which throw springs, and more
Powerup themed hoodies as a DLC pack
Put SMBW as a game style into mm3. People would able to create their own wonder flower effects, make up their own badges, use any course element, enemy, or power-up from the base game to their liking, switch between a whole bunch of backgrounds, and play around with the central game mechanics
free to download DLC feature where you can design and create your own Mii outfits for playing levels
add in PM64 enemies as a DLC pack
Pajamas and onesies as Mii costumes in DLC packs
new collection of Mii costumes that are based on the Windows OS versions of Discord emotes/emojis as a DLC pack

Glitch related notes

make broken tracks not kill the player when they are teleported through a wall/scroll stop
fix broken tracks to make them teleport stuff on top of ground tiles rather than the bottom of the level
make blasters and pows teleport the player up through normal blasters
make sideways springs that are teleported by broken tracks push you through blasters or boop you through the wall instead of straight up pushing the player
make detached pows and detached pows with wings load in from behind a scroll stop and be not loaded offscreen instead of teleporting into the claw instantly
the glitches from mm1 would all come back
all of the glitches that Nintendo patched out in mm1 and mm2 would be unpatched and coded into the game
not have black hole glitches and fake blocks corrupt the game and delete save data
make large munchers clip into note blocks and sit on a semisolid when they are stuck between a note block and one way and also not require a burner on a track to push the muncher down and make it stay in place
make large piranha plants able to clip into and through slopes
make clown cars able to clip through the wall and hard blocks without needing a shelmet being hit by a sideways spring on a switch state conveyor
bring back all of the old black hole methods from mm1 that got patched in mm2
bring back the mm1 black hole and all of the crazy stuff it could do
program a glitch into the game that makes donut blocks go up really fast when you stand on them
allow pipes to spit out cannons and bill blasters
make large munchers able to clip into blasters as well as warp upwards through them
patch the 3.0.1 glitch where if a block on a track went up and tried to crush a bomb on a semisolid, the bomb would not blow up/be immune to getting crushed and also get rid of any other form of this glitch
make intangible pows come back (the ones shot out of blasters that are caused by the smb2 mush glitch)
broken tracks are programmed into the game as normal item
put a hardlock glitch that is easy to set up and works in all game styles and is versatile in lots of situations
put a glitch in the game that lets people make two state blocks off grid really easy in a short timeframe
bring midair kaizo tricks such as midair spring jumps back from mm1
unpatch midair shell jumps where you would throw a buzzy beetle shell in midair and then bounce on it while you're in the air even though you are not supposed to
unpatch booty blasts from both mm1 and mm2 and bring them back in all their glory
make large bob-ombs that are spawned inside of slopes which have parachutes on them clip through the slope and inside of hit winged invisible blocks
make white skull coasters behave the same as they did in mm1 when attached to and moving on tracks

mushrooms that are spawned from ? blocks with parachutes below slopes will now clip through a one way if there is a cloud block below the slope
sideways hyperspeed blasters now go right through one ways and P blocks
ice blocks, P blocks, and ? blocks can now be used to set up scroll stops and as walls
being able to spin jump and wall jump with an item in your hands is brought back from mm1, also made easier or less tight
midairs are back from mm1
Checkpoints can spawn the player inside of solid ground again, the same as in mm1
make sideways spring hitboxes go back to being the same as they were in mm1 (this was the same hitbox that would make them bounce stuff over that was falling in the column right next to the spring
let people put spike traps behind checkpoints again as they could in mm1
make blasters in clown cars that get stuck inside of two state blocks when the off state switches hyperspeed either to the left or the right at a really fast speed depending on the level's layout or if there are any ground tiles nearby, and how many there are on either side of the setup
clown cars and thwomps can spawn/load while placed on top of slopes just like they could before the 2.0 update for MM2
having a mushroom and being forced into a P block right next to a slope by a tall hyperspeed blaster causes the player to get pushed through the P block and trapped inside by the slope
let people overlap pipes and one ways again as they could in mm1
bring back regrabs/shells that were thrown hitting winged pow's in midair and not dying and also bouncing back off of them from mm1 and make them work the same
bring back pow drops and pow midairs from mm1 and make them work exactly the same as they did before
fix the spike trap hitboxes and make them as lenient as possible, and make people be able to get really close to them before dying, twirl jump over them in very narrow spaces, wall jump off of both the bottom and top pixels of them, and not kill the player if they land really close to one and then twirl jump out of the way
fix sideways spring hitboxes and make them go back to how they were in mm1
make sideways springs overlapped on top of doors not block the player anymore and make it how it was in mm1 with regards to bouncing the player
bring back pow drops as a kaizo trick from mm1
detached pow's load behind scroll stops and no longer instantly teleport from offscreen

Miscellaneous

the game would have all of the features and content from Mario Maker 1 that got cut from the sequel
make wings go back to being placeable objects like in mm1
parachutes are turned into placeable objects
keep the Pink Shy Guys and include them with the regular Red ones
3dw game style is cut
every single exclusive thing, enemy, power-up, and more from the 3d world game style in mm2 would be brought and imported into the other game styles and freely useable any way, shape or form that the level maker wants to do with them
make the course theme popouts play when you hover over each level theme
make a new separate course theme pop-out play for if you are using that theme
remove the castle level rule for super worlds
put the Nintendo created levels saved in a secondary coursebot space and present them like how they did in mm1
have the player/maker start off with only 10-20 course parts in total at the release date and then make people unlock different stuff by purchasing it from the coin shop
definition for the term/word "keydeath" is added to the Play Guide
upside down munchers on ceilings, the fast retry mechanic, black skull blocks and a whole bunch of other features getting brought over from Lunar Magic
bring save states into Mario Maker
event courses are gone/don't exist
bring back all of the mm1 sound effects
Nabbit, Rosalina, regular Yoshi, Green Yoshi, Pink Yoshi, Light Blue Yoshi, Mega Yarn Yoshi, Biker Wario, Waluigi, Paper Jam Trio, Peach, Cat Peach, Cat Mario, Frog Mario, Luigi, Normal Spring, Regular Toad, Captain Toad, Daisy, question mark block, Birdo, Fighter Fly, Shellcreeper, and Sidestepper amiibo mush costumes from mm1 are all removed and are nowhere to be seen

The player can dress their level playing Mii up in whatever they want, which includes Mario franchise characters costumes, clothes of characters from other Nintendo franchises, and Nintendo themed merch
bring back the unique level editor hand avatar things from mm1, which were the cat claws, Mario's arm/finger, dog paws, etc
bring back Nintendo Network ID from the WiiU and combine it with the Nintendo Account system that we have on the Switch or make both co-exist with each other
make the record video function that is built into the switch mapped to another button in this game and make it able to record video clips that are longer than 30 seconds
make the length of video clips depend on how long the level maker was pressing/holding down the button for
bring back the Level Bookmarking website from mm1 and all of its functionalities and features and maybe also expand on it
bring back all of the weird death sound effects from mm1 that were removed in the sequel
make levels that are not clear checked and uploaded simply never appear in Endless as to prevent people from having to skip levels to move on
more/better ways to search and sort through super worlds
make a website which tracks all of the levels and upload related data in the game that would have the total number of levels that are currently uploaded, number of levels that have been cleared, number of total clears on all levels, number of levels that are being played as well as by who, number of levels that have been deleted as well as the data for their name, description, game style, theme, time of day, number of subworlds etc, number of reports as well as what all of those reports actually were, number of comments in total, number of deleted comments, numbers for clears and total levels sorted by game style, theme, combos of the two as well as night variants in pie charts, number of total makers as well as pie charts for makers who live in any given country, and global charts for who has the most hearts on their account
public follower counts as well as listing off every single person who follows a certain level maker on any single account
make Multiplayer Versus not have lag anymore
incorporate a Mario 99 inspired mode (without attacking other players) into the online Versus modes, through a set of shared levels. (Ex: 10 levels chosen at random, whoever clears them all first wins)
bring back Miiverse and all of its functionalities
Ninji Speedruns would be continued and not be discontinued after less than a year
make official level building contests with all sorts of different rulesets
DLC packs become regular things that happen frequently
the team stops taking down levels that have glitches in them or that use broken tracks and instead delete levels that steal other people's ideas, that are Super Expert Hot Garbage, refreshing levels, and also precision levels